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[54] DISPLAY METHOD AND APPARATUS EMPLOYING CURSOR PANNING

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[57] ABSTRACT

In a graphics display system, a cursor is used to pan a viewport relative to a block of stored information only part of which is selectable to be viewed through the viewport. As long as a cursor remains within the viewport, it can be utilized in a conventional manner under the control of a mouse or the like to provide interaction with display information. When the cursor is moved outside the viewport of the display, the viewport is panned to include the cursor.

11 Claims, 5 Drawing Figures

